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DimensionalDoors

By DimensionalDevelopment Mods 14,111,384

About Project

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Note: Versions for 1.17, 1.18 and 1.19 are for Fabric and require Fabric API

Note 2: 1.19.4+ Dimensional Doors is multiplatform and requires Cloth Config and Architectury.

This mod is a Minecraft 1.12+ port of the Dimensional Doors mod originally created and maintained up to Minecraft 1.6.4 by Stevenrs11.
This mod adds several types of Dimensional Doors that allow access to teleportation and extra-dimensional pocket dungeons that can vary from hallways to mazes to treasure rooms to straight-up traps.

Have fun exploring, but be wary of death or falling into the void as you do not want to end up and

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Doors

Oak Dimensional Door: Easy to make, but not very useful. In dungeons, it will typically lead back to the previous pocket, but sometimes a second Oak Door in a dungeon will lead back to the dimension where the player first entered this chain of dungeons.

Iron Dimensional Door: Placing one in the world will create a new and empty dimensional pocket, a black void in which you can build whatever you want: a small house, a statue, a farm, a huge base, or even a whole city!

Quartz Dimensional Door: Similar to an iron dimensional door, except that all quartz dimensional doors will lead to the player's personal pocket.

Gold Dimensional Door: Very expensive to make but worth it. Leads to a pocket dungeon full of treasures, puzzles, and traps.

Unstable Dimensional Door: Crafted using an eye of ender instead of an ender pearl. Randomly leads to a rift or another door.

Quartz Door: Used to craft the quartz dimensional door

Gold Door: Used to craft the gold dimensional door

Other Doors: Through the door's NBT, it is possible to configure a door (of any kind) to create any type of rift when placed, such as a "dangerous door" which has a 50% chance of leading to limbo and 50% chance of leading to a treasure-filled dungeon. In future versions, such bonus doors will be rarely found in dungeon chests.

Rifts

Rifts are fractal-shaped tears in the world. They form when a dimensional door is destroyed and is no longer binding together the fabric of reality. To pass through a rift, you can either place a

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Tools and weapons

Rift signature: Creates a pair of rifts linked to each other

Stabilized rift signature: First click binds it to a location, other clicks create rifts leading to that location.

Rift removed: Used to close rifts

Rift stabilizer: Stops the growth of a rift

Rift blade: Teleports the entity you're attacking several blocks away. Right-clicking on a rift causes you to enter it, without having to use a door.

Dungeons

Dungeons are special kinds of pocket dimensions filled with treasures, puzzles, traps, and dimensional doors leading to deeper dungeons. Although it might be tempting to break walls and bypass a puzzle, be careful of monoliths that may be waiting right outside those walls to teleport you to limbo!

A dungeon can either be entered using a gateway, a rare structure that can be found throughout the world, or by using a gold dimensional door.

Fabric of reality

Fabric is the material out of which dungeons are made. It comes in several variations:

Fabric of Reality: Completely black block that absorbs all light. It can be replaced by right clicking with a block, or mined using a silk touch pickaxe. Be careful, this looks exactly like the void in

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Eternal Fluid: Found deep in Limbo, providing a way for players stuck in Limbo to escape

Limbo

A dark, foggy, and mysterious dimension filled with monoliths, where players who died or tried to cheat in a dungeon end up.

F.A.Q.

Q: Why am I set on fire when leaving a Pocket Dimension? **(Fixed in 1.17+ versions)**

A: It's a Vanilla bug. The same often happens if you use Nether Portals built on very low y-levels in the Nether, or, if you are extremely unlucky, anywhere in the Nether, to get back to the Overworld.

Q: When going to Limbo, by dying or jumping into the void, I lose all of my items. Is this intended? **(Fixed in 1.17+ versions)**

A: At the moment, the only way to enter Limbo is by taunting a Monolith. The only other way to enter is by dying, which, if keepInventory is turned off, will drop all your items.

This is not 100% intended behaviour and we do plan on changing this.

Intention:

- Falling into the void should not kill you, but send you straight to Limbo, making you keep your items.
- Dying in a Dungeon Pocket should send you to Limbo and make you lose your items, however a config option should be added to allow you to keep your items.

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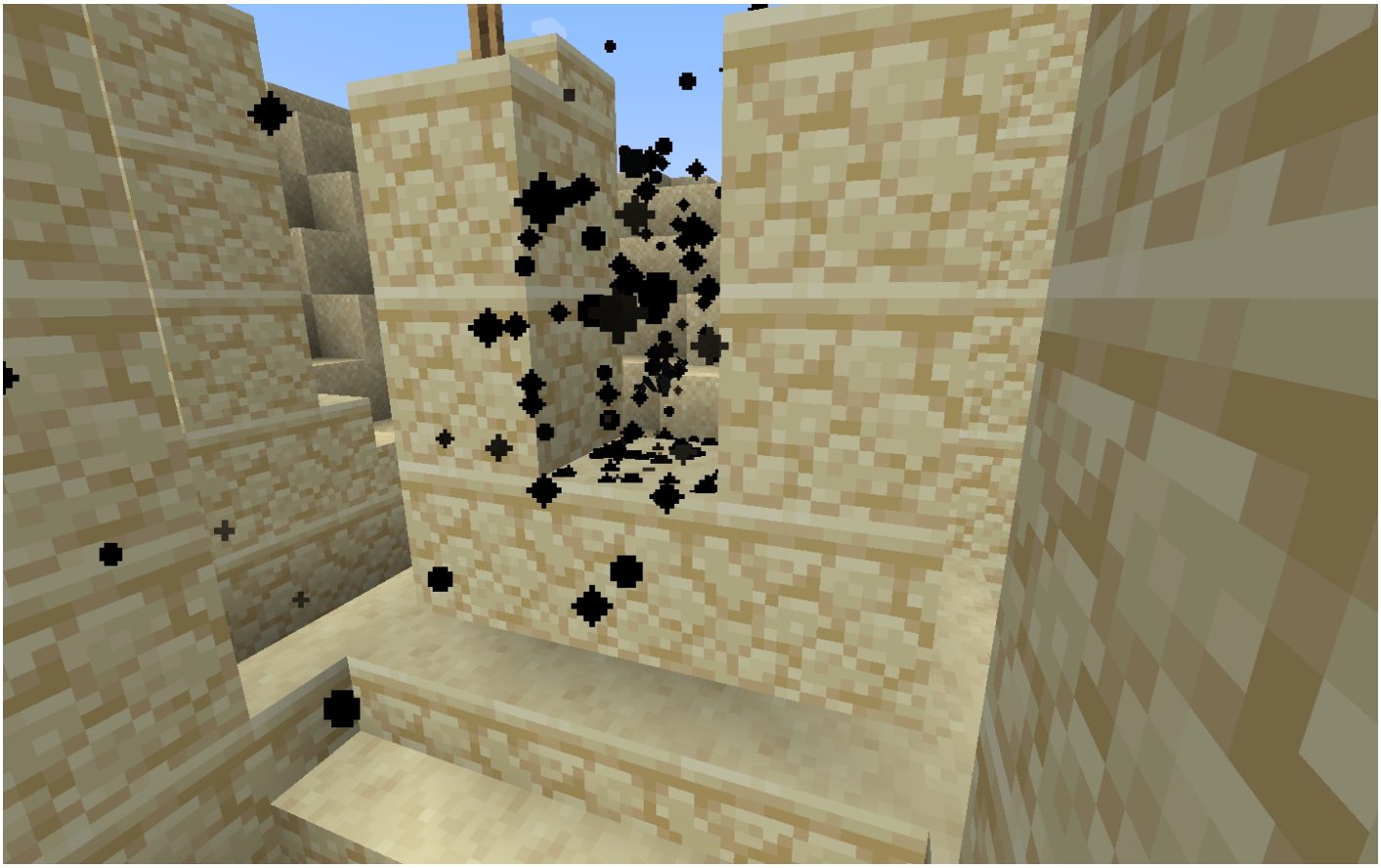
Q: How do I change gateway spawn rates in 5.3.+?

A: Gateways like all other world gen are now done via datapack. Gateways in particular placed_features.

Screenshots



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